



DOMESTIC TOURNAMENT RULES

Tournament Timing Rules

LENGTH OF HALVES: All games will be 18-minute halves *including Finals*.

CLOCK COMMENCING: The clock will only start when the game is ready to begin, unless with prior permission from the Tournament Director.

CLOCK STOPPING: The clock shall stop on all whistles in the last minute of the second half where substitutions and timeouts will be allowed. **If the game has a margin of 10 points or more with less than one minute remaining the clock will not stop and no timeouts or substitutions will be allowed.**

TIMEOUTS & SUBSTITUTIONS: Each team is entitled to one (1) timeout per half. No timeouts are permitted in the last minute of the first half, and all substitutions must be completed before the 1-minute mark. Play will then run uninterrupted to half time.

GAME INTERVALS: Warm up time shall be 2 minutes and half time interval also 1 minute.

SHOT CLOCK: A 24-second shot clock operates in Open Section, Division 1 games only (where equipment is available), except U12 and below. The 14-second reset is not used at this tournament. For U14 games, the shot clock does not start until the ball enters the team's frontcourt.
All timing rules are the same for finals except no drawn finals are allowed (see drawn finals).

Tournament Rules

RING HEIGHT: Under 8 will use a lowered ring where available. All other age groups will use the regular 10 feet height rings.

THREE/FIVE SECOND RULES: Five seconds in the key applies in the Under 10/12 competitions. No seconds restrictions for Under 8s. Three seconds in the key applies in all other competitions.

THREE POINT LINE: U16, U18, U21 and Open competitions shall use the extended 3pt line if available. U8, U10, U12 & U14 competitions shall use the short 3pt line.

TWO SIDED – Please turn over

FREE THROWS:

Free throws shall be awarded on the 9th team foul per half.

- Under 8 competitions shoot from the yellow netball line or closest line to this.
- Under 10 and Under 12 competitions shoot from the short line.

NO CHARGE SEMI CIRCLE RULE: Will be recognised at this tournament where the line is available.

NO ZONE: For U14 and below competitions unless a team has 4 or less players on court.

LATE START: Penalty is 1 point per minute up until to ten minutes after the scheduled start time. If any team that arrives after this point, the game will be deemed a 10-0 forfeit.

DRAWN FINALS: An additional 3-minute period(s) will be played until a result is achieved.

FINALS STRUCTURES: As per the Tournament Operations Manual and final PlayHQ fixtures.

FINAL LADDERS: If 2 (or possibly more) teams finish on equal ladder points, final positions will be determined by head to head. Full details in the Tournament Operations Manual.

PLAYERS/eSCORING: The maximum number of player names marked as active on the eScoring is limited to 10 unless an exemption has been granted.

GAME BALL: Game ball is to be provided by the first named team on the game (Team A).

- U8, U10 & U12 – Size 5
- U14 – Size 6
- U16 & Older – Boys (7) & Girls (6)

PLAYER ELIGIBILITY: To be eligible for finals a player must have played in at least 50% of their team's pool/round games (rounded down). For example: 3 pool games = 1 game minimum, 4 pool games = 2 games minimum, 5 pool games = 2 games minimum. Byes do not count as games played.

SCORERS: Two competent scorers are to be supplied by each team for all games including finals.

SIN BIN: There is no Sin Bin for this tournament. However, a zero tolerance policy as per the Tournament Operations Manual applied.

PROTESTS: Protests in writing must be lodged at the tournament office within one hour of the completion of the game and must be accompanied by a \$50.00 bond, which may not be refunded if protest is not proven.

REPORTS: Any persons reported will be referred to the Basketball Victoria Tribunal to be addressed after the event. The Tournament Director reserves the right to suspend or remove any person who has been reported from the event until a suitable tribunal can be held.

HEAT RULE: If activated by the Tournament Director (court temperature $\geq 35^{\circ}\text{C}$), the following changes apply:

- Halves reduced to 16 minutes
- 2 timeouts per team per half (clock stops for each)
- A compulsory referee timeout is called near the halfway mark of each half
- Each team must call one timeout before and one after the compulsory timeout

Games are abandoned if the court temperature reaches 40°C . The Tournament Director will notify teams and officials if the policy is activated.

OPERATIONS MANUAL: In the situation rules stated on this document contravene the rules in the operations manual, the operations manual rules shall take precedence.



